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Using DeltaXML to merge SVG

This page illustrates how DeltaXML provides the ability to merge Scalable Vector Graphic (SVG) files. Because S the changes between two SVG files and generate a full context delta file. This file has all the common data requ represented in XML. By processing this file, we can create a new SVG file that represents the merge of the two

We can see how this works by merging two variations of the tiger graphic.

The First Tiger	The Second
Below the first tiger is displayed below. Note that it has missing top teeth and two of its lower teeth are yellow.	In the second tiger, we have a ful However, the tiger has no whisker
Because your browser does not have an SVG plugin (available for example from Adobe or Corel) here is a bitmap rendering of the SVG content:	Because your browser does not have an SVG plugin (available for example from Adobe or Corel) here is a bitmap rend



Merging the Tigers

We now merge the tigers using DeltaXML. DeltaXML performs an intelligent comparison of the two SVG files and elements are unchanged and where changes have occurred. Elements that are present in either file will be preserved; any conflicts these are by default handled by using the value in the second file. Thus the yellow teeth of the first file are replaced by the white teeth in the second file.

The result of the merge is a better-looking tiger with a full set of teeth and whiskers.

Because your browser does not have an SVG plugin (available for example from Adobe or Corel) here is a bitmap image:



Applications of Merge

This short demonstration shows the potential for merging graphical objects in SVG by operating at the XML level and not at the graphical level. DeltaXML generates a full context delta which is an XML file with file. This can be processed to generate a merged SVG file. In this example we have simply performed the merge animation or color coding to show which graphical elements have been merged in from the two files.

The merge can be performed on any XML data, whether it represents graphics, as here, or documents or data. XML trees intelligently. Complex graphics, data and documents can therefore be merged.



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carto:papers:svg:svg_vs_swf_07

Comparing .SWF (Shockwave Flash) and .SVG (Scalable Vector Graphics) file format specifications

Seventh, revised and corrected version, 2002-01-24. A new version covering SWF 6 and SVG 1.1 is in work. For comments and corrections please contact the author [Andreas Neumann](#).

The comparison is based on both **fileformat specifications** [Macromedia Flash](#), [Open SWF Filespec](#) and [SVG](#). Not all Viewer/Plugins support the full range of the specifications yet. Macromedia compensates some of the missing functionality through its authoring systems - thus preventing developers to use advanced features by just writing the file-format itself. So far I haven't found any link to the Flash MX .swf file-format spec - if you have a pointer, please tell me. This means that this comparison might not be complete regarding the newest swf version.

Please note that this a comparison for people dealing with integrated dynamic content generation systems. We are aware, that both .SWF and .SVG have their particular advantages/disadvantages - in some parts they are concurrencing each other, in some not. There is an interesting verbal summary on reasons why one should consider using SVG over MM Flash by Pete Schonefeld: SVG is real Flash. Eric Mauvière wrote a paper about flash and SVG in cartographic context: [Flash, SVG et les autres](#) (french).

Please note again: **this is about comparing file-formats - not authoring systems, or third-party software!**

For the ongoing discussion of future SVG versions see [SVG Mobile/SVG 1.1](#) and [SVG 1.1/2.0](#) (work in progress). This is currently in discussion stage, nothing final so far.

Property	SWF	SVG
Compatibility, Extensibility		
Official W3C Standard	no	yes
XML based	no, but XML-object and XML-socket available	yes
Embedding foreign XML-namespaces	no	yes
Embedding self-	yes, some tag-types are reserved for third-	yes, as XML attributes

defined attribute data	party	developers
Use of Metadata, RDF	yes, only proprietary	yes, RDF compatible
Binary/textbased	binary	textbased
Format can be read by and changed easily by humans	no	yes
Accessibility (for people with disabilities)	?	yes, see Accessibility features at http://www.w3.org/TR/SVG-access/ and guidelines at http://www.w3.org/TR/SVG/access.html
Filesizes	most of the times a little more compact than SVG, due to binary format	rel. compact, may be gzipped
DOM transparent	has an internal DOM, not W3C DOM based	yes
CSS (Stylesheet) and XSL compatible ₁	partially, only proprietary styles	yes
XSLT Transformations	no	yes
Can be indexed by search-engines	no	yes
Use of entities	no	yes
Inline support (embedded in HTML, no XML)		yes, but currently only Windows Iexplorer and Adobe SVG v3, or Mozilla native SVG implementation
Syntax and validity checks	no	yes, DTD and Schema
Plugin base-functionality (Macromedia Flash and Adobe SVGViewer) - there are others available ...		
Needs a plugin	yes	presently, yes - will be a fix browser technology in the future
Plugin-Size	small, about 200k	large, about. 2.3 MB (v3) (got better v2 was about 3 MB)
Plugin-Availability (by November 2001)	very good, more than 90% percent availability; supports Windows, Mac and Linux	fair (Adobe talks of about 50 million installations, estimating about 500 million users online, this is a share of about 10 percent currently) - The number of svg-installations is growing rapidly because svg is bundled with "Acrobat Reader". ₂ ; current support: Linux (Mozilla), Mac, Solaris (Mozilla) and Windows
Zooming and Panning	yes	yes

Stop Animations	yes	yes
Antialiasing	yes	yes
Search for text-strings	no	yes
View Source	no	yes
Customizable context menue	no	yes, since Adobe SVG v3 (proprietary)
Plugin performance	<p>sometimes subjectively faster than Adobe SVG; only in some cases; no benchmarks done; if you know about benchmarks, please let me know</p> <p>not really, but harder to convert than SVG; there exists a "protect tag" - but importing authoring systems may ignore them; "protect tag" may include MD5 encrypted password</p>	see left; performance got better from Adobe v2 to v3
Data protection, Encryption		no, maybe we can use XML-encryption in the future?
Use with Handhelds	yes, limited	yes, limited ₃
Graphical Primitives, Fill, Stroke, etc.		
Graphical primitives	only path-element, incl. quadratic bezier-curves.	path-Element, incl. quadratic and cubic Bezier- and elliptical curves, rectangles, circles, ellipses, lines, polylines, polygons
Introducing new graphical primitives	yes, by using "definition shapes" and storage within "dictionary"; "definition shapes" may reference other "definition shapes" to build higher level objects	yes, by using symbols and/or entities; symbols may include other symbols to build higher level objects; symbols may contain any svg-code.
Fills	Solid Fill, Colour gradients, Bitmap-Fills	Solid Fill, Colour gradients, Bitmap-Fills, Vector-Patterns
Transparency	yes, fill, stroke, instances of symbols	yes, fill, stroke, group opacity ₄ , opacity in filters
Line Types	only stroke-width and color	stroke-width, color, dashing, markers, arrows, different line-caps, transparent strokes
Embedding color-	yes, but only	yes, ICC/SRGB

profiles	proprietary	
Graphics styles	yes, fill, stroke and text-styles, proprietary	yes, fill, stroke and text-styles, CSS and XSL compatible
extra line-styles for each line-segment	yes	no
Markers along line vertices	no	yes
Symbols	May be simulated with the "definition-tags"	yes
Use of raster images	yes, embedded; zlib and jpeg compression supported	yes, embedded (using "data"-section) and linked: gif, jpg, png
Use of filters	no	yes, both Raster and Vector objects
Groupings, Layers	yes, layers and groups	yes, groups
Coordinate-Systems, Transformations		
Separate Device and Viewport Coordinate- Systems (enables use of real-world coordinate systems)	no	yes
Transformations	Translation, Rotation, Scaling, Skewing, Matrix (Flipping is possible with Matrix)	Translation, Rotation, Scaling, Skewing, Matrix, Flipping.
Nested Transformations	no	yes
Different Units	no; the base unit in swf is called a "twip" (about 1/20 screen pixel)	yes (mm, px, pt, pc, in, em, etc.)
Clipping, Masking, Compositing	yes, Clipping and Masking; virtually any element may be clipped or serve as a clipping path.	Clipping, Masking, Compositing; virtually any element may be clipped or serve as a clipping path.
Text		
Embedding Fonts or Glyphs	yes, only glyphs needed	yes, only glyphs needed or fontsets with the help of W3C WebFonts
is text re-useable? (can be selected, copied, spoken by computer, indexed, etc.)	The author may define whether a text is selectable, copyable or untouchable	yes

	SWF players don't do text layout, every single glyph has a position; However, kerning can be done with authoring system, using the platforms own text-engine.	yes, fully support for system fonts and SVG-Fonts as well as Adobe CEF font-files, extras kerning tables for pairs of glyphs may be defined
Text Kerning		
Rotation of single Glyphs	no	yes
Internationalization	no?, only by authoring system	yes, vertical text with automatically rotated half-width glyphs which is standard in East Asian typography; Unicode bidi standard for bidirectional text (mixing English and Hebrew); ligatures; baseline properties (important for mixing different font sizes in non-English writing systems)
Text along path	no	yes
Animation, Multimedia and Interactivity		
Sound	yes, embedded; supports streaming and mp3 compression	principally yes, (but sound is not part of SVG specification --> see SMIL), linked and embedded in the "data:"-section
Movies	yes, you can link to external Quicktime-Movies proprietary, Macromedia	movies are not part of SVG specification --> see SMIL, linked and embedded in the "data:"-section; must be handled by other players
Scriptinglanguage, Programming	Actionscript (close to ECMA Javascript), may be mixed with ECMA Javascript	ECMA Javascript, Java Bindings, ActiveX controls
Same script may control graphics (SWF/SVG) and html resources	partially	With SVG you can use the same script engine to control both HTML and SVG, using the same DOM API. Thus SVG is much tighter integrated with browser. Since Adobe v3 you can use an SVG-Viewer internal javascript-engine that is not browser-dependent.
Conditional Processing, Switches within the File-Format	no; but can of course be simulated with ActionScript	yes (Switches and required features check)
Add new Objects via scripting	yes	yes
Change scene-graph at runtime	yes	yes

Identifier to reference graphics-objects	yes	yes
Animation	yes, frame-based/time-based; script-based	yes, frame-based/time-based/interpolation-based; script based
Elements and properties that can be animated	Color, Position, Transformations, Opacity, Geometry, Position along path-objects, much more ?	Color, Position, Transformations, Opacity, Geometry, Position and orientation along path-objects and much more (nearly every attribute can be animated)
Hyperlinking	yes, limited by using "ActionGetURL"; data between swf-files can be shared easily with "ImportAsset" and "ExportAsset"	fully XLINK compatible, within SVG itself, linking to viewports and to external entities
Morphing of geometric elements	yes; restricted to same number of vertices for origin and target geometry	yes; restricted to same number of vertices for origin and target geometry
Supported Events	Mouse-Events, Keyboard Events, Frame/Timeline-Events, onload/onunload, getbyte-events, etc	Mouse-Events, Time-Events (SMIL), DOMTree-Events, Scroll/Zoom/Resize, onload/onunload; Keyboard Events are currently not part of SVG spec. though there is an Adobe extension available
Userdefined Cursors	yes	yes
Buttons	yes	no, but can be implemented with javascript and events; there is a <u>SVG GUI</u> that shows how to simplify use of SVG-GUI by use of foreign-namespaces
Workflow, Data-conversion		
Export from graphics-software	Macromedia Freehand, CorelDraw, Adobe Illustrator, Macromedia Flash, Adobe LiveMotion, etc.	CorelDraw, Adobe Illustrator, Sketch, Kontour, Mayura Draw, Sphinx, WebDraw, etc.
Import to graphics-software	yes, some software (Freehand 10, Illustrator 10?, others?) provides import-filters	yes, it is also designed as a graphics exchange format
Export from GIS	no	SiCAD, GE Smallworld, third party software and open-source projects (e.g. for MapInfo and ESRI products) available
		yes, Macromedia

Database-Connections	Generator, PerlDBI, Servlets, ASP, FlashSQL, etc.	yes, PerlDBI, Servlets, ASP, etc.
Conversion scripts from other graphics- or GIS-formats	yes	yes
Creation of new converters	difficult, because of binary format, SDK for C++ available	simple, textbased, lots of XML parsers/libraries available

Footnotes

1: CSS: This means a site's style using different XML/HTML technologies (f.e. HTML, XHTML, SVG, etc.) can be centrally managed/controlled

2: Number of Users online estimate: See estimate on <http://www.nua.ie/>

3: Handhelds: There is currently a group working on a "mobile SVG" specification. To be published later this year ...

4: Group-Opacity: SVG also supports "group opacity", which allows a collection of objects to be put into a group and then composite the group as a whole against the existing background. This feature makes a big difference even when objects are simply filled and stroked, and then blended transparently into the background. Without group opacity, the area of overlap between fill and stroke causes undesirable transparency results.

Additions, Corrections by

- Michael Bierman
- Daniel Dardailler
- Marcus Dickinson
- Max Dunn
- Jon Ferraiolo
- Geoffrey B. Holland
- Tuan Kuranes
- Tobias Reif
- Dennis B. Smith
- Peter Sorotokin
- Ian Tindale
- Andréas M. Winter
- Marc ?

... thanks.

Comments are welcome ... [A. Neumann](#)

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original URL for reference:

http://www.carto.net/papers/svg/comparison_flash_svg/index07.shtml

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svg-developers@yahoogroups.com Subject: [svg-developers] How to **merge svg** file. ...
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... From: Laurent Tardif <laurent.tardif@c...> Date: Thu Sep 20, 2001 8:19 am Subject:
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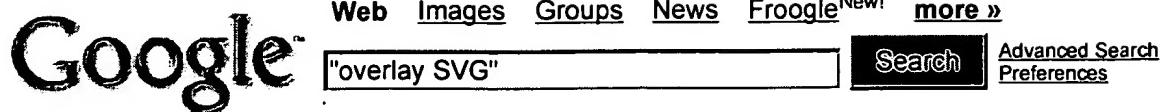
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